

Qt QTBUG-106707

WebAssembly: Can't use multiple canvases/screens for multiple QQuickViews

→ Details

Type: Bug Resolution: Fixed

Priority: \$\infty\$ P2: Important Fix Version/s: 6.5

Affects Version/s: 6.3.2

Component/s: GUI: OpenGL, (1)

Quick: 2D Renderer

Labels: None

Description

I'm trying to display two QQuickView objects on two canvases/screens, like so:

```
ietuin i,
        }
        for(auto & screen : screens){
                qDebug() << screen;</pre>
        QQuickView mainViewer;
        mainViewer.setScreen(screens[0]);
        mainViewer.setSource(QUrl(u"qrc:/wasm-multiwindow/main.qml"_qs));
        mainViewer.setResizeMode(QQuickView::SizeRootObjectToView);
        QQuickView secondViewer;
        secondViewer.setScreen(screens[1]);
        secondViewer.setSource(QUrl(u"qrc:/wasm-multiwindow/second.qml"_qs));
        secondViewer.setResizeMode(QQuickView::SizeRootObjectToView);
        mainViewer.show();
        secondViewer.show();
        return app.exec();
}
```

This code runs perfectly on Linux X11 target with 2 physical displays, but fails for webassembly:

```
QRhiGles2: Failed to make context current. Expect bad things to happen.
Failed to start frame
```

If I set the same screen for both QQuickView objects, there's no error, but only one of them is visible of course.

Also, I have no problem creating two QWidgets on two canvases:

```
// this works
#include <QApplication>
#include <QWidget>

int main(int argc, char *argv[]){
    QApplication app(argc, argv);

    const auto screens = app.screens();
    if(screens.size() < 2){
        qDebug() << "Expected at least 2 screens";
        return 1;
    }

    QWidget w1;
    w1.setScreen(screens[0]);
    w1.show();
    QWidget w2;</pre>
```

```
w2.setScreen(screens[1]);
w2.show();
```

I attached a minimal example with a modified HTML file containing 2 canvases.

I tested the code both in Firefox and Chromium.

Attachments



wasm-multiwindow.ta

19 Sep '22 14:56

5 kB

Issue Links

is blocked by

QTBUG-80508 QSGGuiThreadRenderLoop uses single context for all windows



CLOSED

mentioned in

Page No Confluence page found with the given URL.

Gerrit Reviews

0 No reviews matched the request. Check your Options in the drop-down menu of this sections header.

Activity

Newest first

▼ O Morten Sørvig added a comment - 17 Apr '23 19:13 - edited

Fixed for Qt 6.5.

Note that the html setup has changed slightly, with Qt 6.5 it is preferable that the html container creates div elements instead of cavas elements (Qt will create an manage the canvases internally). For instance:

```
<div id="qtcontainer1" style="width: 100px; height: 100px"></div>
<div id="qtcontainer2" style="width: 100px; height: 100px"></div>
```

Morten Sørvig added a comment - 22 Sep '22 09:29

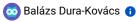
This looks to be a limitation of the current QSGGuiThreadRenderLoop implementation, see QTBUG 80508

→ People

Assignee:



Reporter:



Votes:

1 Vote for this issue

Watchers:

3 Start watching this issue

→ Dates

Created:

19 Sep '22 15:10

Updated:

17 Apr '23 19:13

Resolved:

17 Apr '23 19:13

→ Gerrit Reviews

There are no open Gerrit changes